

Dungeons & Dragons[®] Players Manual

September 7, 2016

Preface

This is a game that is fun. It helps you imagine.

"As you whirl around, your sword ready, the huge, red, fire-breathing dragon swoops toward you with a ROAR!"

See? Your imagination woke up already. Now imagine: This game may be more fun than any other game you have ever played!

The DUNGEONS & DRAGONS® game is a way for us to imagine together - like watching the same movie, or reading the same book. But you can write the stories, without putting a word on paper - just by playing the D&D® game.

You, along with your friends, will create a great fantasy story, you will put it away after each game, and go back to school or work, but - like a book - the adventure will wait. It's better than a book, though; it will keep going as long as you like.

It is nearly the most popular game ever

made. And you will see why, in just a bit.

When you bought some other game or book, did you ever think, "Gee, that's nice, but it's not quite what I thought it would be?" Well, your D&D adventures will be just what you want, because you're the one making them up!

And it's not hard. It takes a little reading and a little thinking, but most of all, it's fun.

It's fun when you discover that nobody loses, and everybody wins!

It's fun when you get good at the game . . . for example, knowing what to expect in a kobold cave, and which dragons are on your side.

And you don't have to put in a coin each time, like many other games. Once you have these rules, you don't need anything else.

There's more, of course, if you want it: exciting adventures to play, miniature figures of monsters and characters, expert rules for more experienced players, and lots

more. But you already have everything you need to start: this package, and your imagination. That will do it.

Ah, yes; it does cost one more thing, which you also have right now - a bit of time. It takes a few minutes to learn the basic rules, and another hour or two to play a full game. You will probably want to spend more time, and might even make it a hobby; millions of people have.

But for now, just sit back and imagine.

"Your character stands atop a grassy hill . . . the sun glints off your golden hair, rippling in the warm breeze . . . you absent-mindedly rub the gem-studded hilt of your magic sword, and glance over at the dwarf and elf, bickering as usual about how to load the horses . . . the magic-user has memorized her spells, and says he's ready to go . . . a dangerous dungeon entrance gapes at you from the mountain nearby, and inside, a fearsome dragon awaits. Time to get moving. . ."
Have Fun!

Frank Mentzer
February, 1983